

GAMES FOR FREAKS



FULL OF THE FILTH!

*Includes
content for:*



\$3.33 USD
Vol 1
Oct 2024

THE SLUDGE YOU CRAVE



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Vol 1
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DA-DAN!
IT'S ME, CHARLOTTE THE
GODFORSAKEN. WELCOME TO
THE FIRST ISSUE OF **GAMES
FOR FREAKS!** WE'RE FINALLY
HERE, HUH? LET'S LOOK
AROUND!

Thanks Charlie.

Happy Halloween to all my ghouls together, writhing in the mud. We are going to make it.. If you picked up this magazine out of nowhere, you might be very confused. That's ok. It's a semiannual game zine containing content for some or all the games I've published. It'll come out when I feel like it. It might even have Lancer content some day!

Our first edition has a new faction for **Maleghast**, the **Steeplewacks**, and a cool new **Virtue** system for **CAIN**. Enjoy!

-Tom Bloom

FILTH PIT LISTENING CORNER



Vitriol - Suffer and Become 2024

If you know anything about me, you'd know this band is my current obsession. Managed to catch them live in Atlanta and it was like getting eviscerated by the double bass. The production on their previous albums sounds like dogwater despite the phenomenal talent on display, but this one has finally crystallized an incredibly visceral and unique style. In a field dominated by tiktok driven deathcore sound, this more classic, insanely talented tech death outfit is a fucking winner. Completely relentless from start to finish, I'll be listening to this for a while.



Cattle Decapitation - Terrasite 2023

A powerful showing from one of the best bands in metal, Travis Ryan has taken the vocal style he has pioneered and continues to push it to incredible places. This album has a killer variety of sound and riff that elevates it over their older, more deathgrind style work, incorporating clean sections and that signature misanthropic melancholia that has come to define this band.

I don't have copyright to these album covers, please don't sue me

THE SICKO ZONE



WOAH!
LOOK AT
THESE SICKASS
MALEGHAST
MINIS!

Mini work by
Chad Tepes/
Pictures by
Ironkong



HUH. WOW.
I SEE*.

*Charlotte is lying. She doesn't know anything about CAIN.



Nicolas Sabo
twitter.com/NicolasSabo1

Gilp
twitter.com/o_gilp

LET'S GET TO THE GOOD SHIT





STEEPLE WRACKS

Inhabiting the wicked spires and spindly reaches of Anzenmezzeron's rickety upper strata, the feral **Steeplewracks** are part cult, part affliction. They worship the enormous flesh-eating owls that prowl the highest levels of the city, holding them in godlike reverence and even offering their own flesh and bodies as sustenance.

Their necromancers draw their power from these owls, who in turn draw their power from other, darker forces of the antediluvian world. One does not choose to become a steeplewrack, but instead is called to it. Those that find their fragile minds bending under the weight of gore and unrelenting slaughter of the city below sometimes see a color, called the Red Wet Hue. It consumes their thoughts and waking hours, drawing them ever upwards. It is then that they meet the owls.

Playstyle

Overwhelming Swarm

Soundtrack

Arch Enemy - *Sunset over the Empire*

Judas Priest - *Painkiller*

Unleash the Archers - *Awakening*

Special Mechanic

Dive Bomb: Once a round, at the end of own or an allied turn, a single steeplewrack unit may MOVE for free.

Special Tags

Rip Apart (X): This ability gains extra bonuses if X or more allied units or walls are adjacent to the target, including this one.

Other Mechanics

- **Push:** Involuntarily push unit a number of spaces, as long as each space of the push is further from the pushing unit or effect than the last space. Does not count as moving.
- **Pull:** Involuntarily pull unit a number of spaces, as long as each space of the pull is closer to the pulling unit or effect than the last space. Does not count as moving.
- **Splash:** Affects all adjacent units, but not the target. Can be splash (target) or splash (self).
- **Speed (token):** MOVE +2 more space when MOVEing, discard one after MOVEing
- **Strength (token):** +1 damage, discard one after dealing damage
- **SOULless:** A soulless unit doesn't grant SOUL, doesn't leave a corpse, and cannot be used for body block.
- **Summon:** Summoned units are usually created by abilities. When summoning a unit, place it on the battlefield in a free space in range. Summoning a unit doesn't count as it moving or entering a space. Summoned units are SOULLESS and may be activated in the round after their summoning.
- **Wall:** Terrain type. Blocks movement and line of sight. Can be targeted and destroyed as a character but does not trigger effects, and has 2 hp.





FLOCK

Steeplewreck Thrall

MU	AP	DF	ARM
3	1	5+	-

Traits

- Endless: For every unit slot spent on Flock, you may summon an additional flock unit in free space adjacent to an allied unit at the end of every round.
- Thrall: 2 of these units are worth 1 unit slot. Can be activated two at a time.

ACT Abilities

Bloodletting: Melee, Attack

On hit: 1 damage. Rip Apart (3+): ignoring armor.

Call to Feast: This unit gains 1 or (6+) 2 speed. It may then immediately spend two speed tokens to summon an additional Flock unit in an adjacent space.

THE RED WET RUE	Blood Frenzy	Rabid
Bloodletting gains Rip Apart (5+): and deal 1 curse damage again	At round 5+, become immune to graze, line, and splash damage.	This faction's dive bomb trait can be used for free on one flock unit a round.

THRALL





KARPU

Steeplewreck Scion

MU	AP	DF	ARM
4	4	4+	-

Traits

- Feral Dodge: May spend a speed token when attacked by an ACT ability to give the attacker -1D on the attack roll and step 1 after the ability resolves.

ACT Abilities

Disembowel: Melee, Attack

On hit: 1 damage. Rip Apart (3+): +1 damage and gain 1 speed, Rip Apart (5+): and gain 1 strength and summon a Flock unit in free space adjacent to the target.

Raise Roost: Range 3

Effect: Create a wall in range, then grant 1 speed to one (3+) or two, (5+) or all allied units to the wall.

Cannibalize: Melee

Effect: Slay an adjacent allied unit. This unit gains 1 strength, 1 speed, and may MOVE again

Sinew	Voracious	The Noose
At 1 hp or lower, this unit is immune to damage from grazes, lines, and splash effects	Cannibalize can also be used on an enemy unit at 1 hp or lower, but does not grant tokens if used this way	Raise Roost gains +1 range and when it creates a wall, it may first pull a unit in range 2 one space.

SCION





SIREN

Steeplewreck Freak

MU	AP	DF	ARM
4	3	5+	MAG

Traits

- Flight: Ignores adverse terrain, and elevation attack and movement penalties.

ACT Abilities

Paranoia: Curse, Range 3

Effect: Target enemy unit always counts as having +2 of your units adjacent to it, even when alone. This effect lasts until this ability is used again or the Siren is slain.

Sonic Screech: Self

Effects: Splash (self): 1 curse damage. Push all units one (5+) or two spaces.

Siren's Song: Self

Effects: Until the start of this unit's next turn, while adjacent to this unit, enemy units take -1D on attacks, and self and allies are immune to graze damage

Ear Splitter	Painful Whispers	Cullaby
Sonic screech also grants one or two allies in the area 1 speed or strength.	Paranoia deals 1 curse damage, ignoring armor, but only counts as +1 adjacent unit	When Siren's Song expires, adjacent allies gain 1 speed.

FREAK





STICKWACKER

Steeplewreck Horror

MU	AP	DF	ARM
4	3	5+	MAG

Traits

- Long Stilts: May move through walls, but not end its turn in one. When moving through a wall, gain free movement until end of turn.

ACT Abilities

Prepare the Pole: Self

Effect: Step 2, then create a wall in a free adjacent space (4+) and gain 1 speed.

Hang for the Owls: Attack, Melee

On hit: 2 damage. Rip Apart (3+): ignoring armor, Rip Apart (5+): then 1 damage again and summon a flock unit adjacent to target.

Perching	Writhing	Clinging
If starting turn adjacent to a wall, gain 1 speed and clear a negative token	While adjacent to a wall, damage always ignores vitality and armor.	While adjacent to a wall, is curseproof.

HORROR



CARNIVOROUS OWL

Steeplewreck Tyrant

MV	AP	DF	ARM
4	5	4+	SUPER

Craits

- Circling:* Do not deploy the owl normally. Instead, it arrives at the start of round 3 but may be deployed in any free space. When it lands, it may destroy any walls under its space before being placed.
- Flesh Sacrifice:* The owl counts as two allied units for the purposes of Rip Apart, but not to itself.
- Tyrant:* 2x2 unit

ACT Abilities

Guzzle: Attack, Melee
On hit: 2 damage. *Rip Apart (3+):* +1 damage. *Rip Apart (5+):* +1 damage, and *obliterate* target if it is slain.

Fleshgorger: Self, Splash
Splash (self): 1 damage. Then, for every unit slain, clear one token, and gain 1 *speed* or *strength*. Then, step 1 per unit slain, and may destroy walls during this movement.

Concussive Shriek: Range 2-4
Splash (target): Deal 1 curse damage once, to a unit in the area for each wall in the area. The same unit can be targeted more than once.

Machineheart	Sleek Owl	Bone Resonance
When it first arrives, the Owl may slay all adjacent allied units, gaining 1 speed or strength for each.	The Owl becomes a 1x1 unit and gains <i>free movement</i> .	Concussive shriek also slays allied units in the area, counting each as a wall for purposes of the ability.

TYRANT

SOUL Abilities

- Call Flock (1 SOUL):** *Own or allied turn, Range 2. Trigger:* End of turn. *Effect:* Summon one, (4+) two, (6+) or three flock thralls in range.
- Fresh Meat (3 SOUL):** *Own or allied turn, Range 3. Effect:* Slay an allied unit in range. Up to three allies adjacent to the slain unit and self gain 1 *strength* and may clear a negative token.

+ Pick one more:

Bonus Trait

- Red Communion:** Allied units may trigger ‘slay unit’ or ‘slay allied unit’ effects on you by dealing 1 devil damage to you instead.
- Slaughter Frenzy:** When an adjacent allied unit is slain, gain 1 strength. This effect can only trigger once a round.
- Priest of the Hue:** When an adjacent allied unit is slain, *summon* a flock unit in a free adjacent space. This effect can only trigger once a round.

ACT Upgrades

- Bloody Haze:** *Self. Effect:* Until start of this unit’s next turn, all attacks against self and all units adjacent to this unit ignore armor and grant the attacker 1 *strength* after they resolve.
- Flesh Hunt:** *Range 4. Effect:* All allied units in range 2 of target foe are pushed 1 towards that foe (4+) and gain 1, (6+) or 2 *strength*.
- Call Watcher Owl:** *Range 3. Effect:* Target a wall in range. That wall becomes immune to all damage, and counts as +1 ally for the purposes of Rip Apart. This ability lasts until used again.
- Darken Skies:** *Self. Effect:* Until start of this unit’s next turn, cannot MOVE or step but self and adjacent allies gain cover from all directions and immunity to grazes.
- Bloody Rain:** *Range 3. Effect:* Slay allied unit in range. Then *summon* a flock unit in range for every hp it is missing.
- The Hook:** *Attack, Melee.* On hit: 1 curse damage. *Effect:* Summon one or (5+) two flock units adjacent to the target.
- The Rope:** *Attack, range 3-4. On hit:* 1 damage, which cannot be reduced in any way. *Effect:* Then may pull self 2 towards a wall in range 3, or pull target 2 towards self or a wall in range 3.
- The Pole:** *Attack, range 2.* On hit: 2 damage. *Effect:* May step 2 after attack with free movement, and may pass through walls during this movement.



KARUSPEX

Steeplewreck Necromancer

MV	AP	DF	ARM
4	8	5+	-

Craits

- Flesh Sacrifice:* Counts as 2 units for the purposes of rip apart, but not for itself.

+ Choose One More

ACT Abilities

The Knife: Attack, Melee
On hit: 1 damage. *Rip Apart (3+):* 1 damage again, (5+) and again, (7+) and again, (8+) *and again.*

+ Choose one more

NECROMANCER

SOUL Upgrades

- Sudden twitching (1 SOUL):** *Own or Allied Turn, Range 3. Trigger:* End of turn. *Effect:* Self or an allied unit in range gains 1 speed and steps 2. They may pass through walls during this step.
- Carrion Leap (2 SOUL):** *Foe Turn, foe is in range 3. Trigger:* Turn start. *Effect:* Remove this unit from the battlefield. At the end of the triggering turn, place self in a free space adjacent to the triggering foe and gain 1 *speed*.
- Raptor Spasm (2 SOUL):** *Any Turn, Range 3. Trigger:* Self or ally in range is targeted by a line or splash effect. *Effect:* Reduce all damage taken by the targeted unit from the effect by 1 and the targeted unit becomes immune to any tokens or effects it would inflict.
- Impale (3 SOUL):** *Own or Allied turn, range 2-3. Trigger:* Turn end. *Effect:* Place a wall in free space adjacent to a foe in range. Until the end of its next turn or until that wall is destroyed, that unit cannot break adjacency to the wall for any reason.
- Carrion Burial (4 SOUL):** *Foe turn, Range 3. Curse. Trigger:* Turn start. *Effect:* Summon a flock unit in free adjacent space to that unit. At the start of that unit’s turn for the rest of combat, repeat this effect. End this effect if the unit is slain or they become curseproof.
- Rapture of the Red Wet Hue (6 SOUL):** *Own turn. Effect:* For the rest of combat, all allied units double their MV stat, Dive Bomb can be used twice per round instead of just once, and units may deal 1 damage to an adjacent unit when they Dive Bomb.



VIRTUES

IF ONE IS GIVEN TO PROPRIETATION, IT IS
BEST TO CHOOSE EARTHLY GODS -Admin

XXX0444

1:12 am

As above, so below

By any human standard, exorcists are terrifying living weapons: able to kill with a gesture or bend the laws of reality to their whim. However, as the fiendish and abominable power of their quarry usually vastly exceeds their individual capabilities, the organization is well known internally for having a high fatality rate. The attrition of junior exorcists, recruited from the population at large on short notice, and usually criminally underprepared for their mission, is extreme. To certain factions of CAIN's senior leadership, this brutal reality is convenient: it has the dual purpose of culling potential threats to the organization, and also weeding out the weak from the strong.

Many survivors of this grueling process collapse under pressure and find it impossible to make it to high category before the mental and physical burden becomes too much to bear, but a tiny minority of exorcists snap, break, and reform - becoming something stronger and more terrifying. These make up the senior ranks of exorcists, those that have advanced to category 4 or higher. Efficient and ruthless hunters, these prized tools of CAIN are informally nicknamed 'Blackcoats' for the long 'Well' overcoat they typically wear.

The blackcoats are a tiny minority of CAIN's main force. Yet from a tiny minority of *their* ranks comes something entirely else. Something verging on the inhuman - those that have faced horror time and time again and survived where dozens or scores of their comrades were cut down and devoured. These exorcists of category 6 or above are exceptional throughout history and number only a few.

Deemed **virtues**, they are treated as weapons of last resort by the organization, dispatched to deal with threats that would mean the deaths of thousands or even hundreds of thousands. They are kept in reserve on CAIN's orbital rail facility, SERAPH, on strict three part rotation cycles of highly supervised shore leave, training, and cryogenic freezing so as to extend their lifespans, hone their powers through mental conditioning and dreamspace training, and heal their injuries. Well known throughout the organization, they are in turn idolized and feared by its ranks at large and have outsize influence on the rank and file of CAIN, even if they have no official power, and are in the end, merely the sharpest sword the organization has in its sheath.

USING THE VIRTUES

This is an optional game system for campaigns of CAIN, intended to offer an NPC-centric alternate progression path for characters. If you wish to include Virtues in your game, you can choose to include any or all of them. There are 6 in total. Virtues are never intended to show up in a mission (most of the missions player exorcists embark on are too small scale, even the high threat ones!), outshine the player characters, or undertake actions that would undermine the player characters.

Instead, they are intended to play a role of a background mentor character that the players characters might interact with, idolize, emulate, or study under during their time between missions.

Similar characters from fiction:
Kishibe from Chainsaw man
Kakashi Hatake from Naruto
Satoru Gojo from Jujutsu Kaisen

There are examples given here for the personality and appearance of Virtues but you can tweak or change their personality, gender, or appearance for your own game, as long as you keep the parts of their bond intended for gameplay (see below) consistent. I use third person gender neutral pronouns for them since I have a 'canon' idea of who they are in my version of CAIN, but I want you (the players and Admin) to figure who they are for your table.

VIRTUE BOND

If you include Virtues in your game, characters can **bond** with them during the course of their CAIN career. This could take the form of studying under them or getting to know them in their off time.

Alternately, player characters might never interact with a Virtue, but might choose to emulate them and their values instead, in an effort to follow in their footsteps, or even surpass them.

A character doesn't have to bond with a virtue, but if they do, they can pick which virtue they are bonding with at the **start** of any mission. They immediately get the benefit of the **level 0** bond with a virtue. If they survive the mission, they can increase their bond with the virtue by 1, up to a maximum of 3, and gain each correlated bond ability as they do. A character will therefore have to run three missions and survive to finish a bond.

A character can bond with different virtues each mission if they so desire. These bond benefits remain even if the character isn't currently bonding with that virtue (or any virtue), and become a permanent part of the character.

Strictures

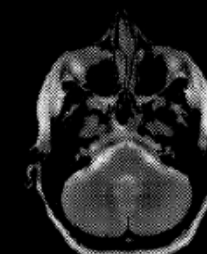
During the mission, a character that's attempting to increase a bond with a virtue must follow that virtue's **strictures**. A stricture invites a penalty or restriction on a character's actions. A character can ignore a stricture when making an action roll by taking 1d3 stress, which cannot be reduced in any way, but cannot cause injuries.

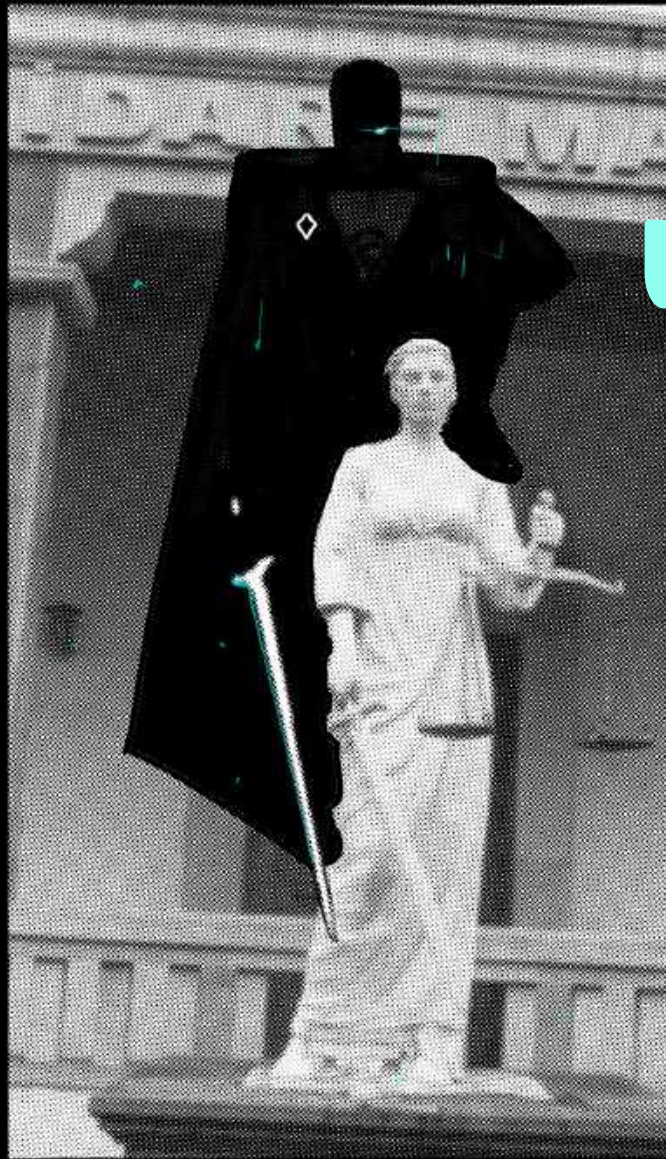
High Blasphemies

At certain levels of bond, characters can gain access to unique blasphemy powers, weaker versions of the extremely powerful and unique **high blasphemies** manifested by the virtues.

Any blasphemy power gained as part of a bond with a virtue still counts as a blasphemy, but doesn't increase a character's xp cap or reduce their sin overflow cap (it's 'free' so to speak).

High blasphemies typically require spending **all your remaining psyche bursts**, with a minimum of 1. **Sin cannot be used** to compensate for these bursts.





JUSTICE

THE EXECUTIONER

Justice is generally regarded as the most powerful exorcist in CAIN's current arsenal, a loner of few words given extreme leeway in engagement and unusual permission to roam. This is because Justice's high blasphemy, **Law**, will not allow them to disobey orders from a superior in any form, making them the perfect attack dog. They have the most recorded executions in CAIN history and a near-flawless fight record, standing as an object of awe amongst the regular rank and file.

For the most part, they seem to regard their position as an accepted reality and have come to embody their role as the headsman of CAIN. They are exceedingly efficient and the overwhelming nature of their abilities allows them to trivialize even the most tenebrous of opponents.



It is commonly theorized that Temerity has a special subdivision entirely committed to the contingency that Justice manages to circumvent their own blasphemy.

BOND

STRICTURES

Ignore for one roll by taking 1d3 nonlethal stress

You cannot ignore orders from a superior.
Always roll 0d on any action that would break the law.

BOND ABILITIES



Gain an extra xp trigger: Did you uphold the dogma of CAIN?



Gain the **Law** blasphemy. You can use it once a mission.



Lower sin by 1 after halving it. If you executed a sin rather than sparing it, then lower sin by 1 again. If you spared a sin or failed to execute it, increase sin by 1d3 after halving it instead.



You may choose two different effects for **Law**.

AFFIX SEAL	LIKES	DISLIKES
	Religious Debate Classical Music Cleanliness	Charity Tardiness Dogs
	FAVORITE FOOD Health Food Dates	

HIGH BLASPHEMY:

LAW

Transmute, Adjacent, 1 Scene

You set a rule of physical reality that affects everything in a circular area around you, called the **Court**, with a radius equal to **CAT**. Any changes made take place instantly and persist inside the area, but the area itself does not move. This power can always eliminate, destroy, or totally change mundane beings, objects or structures. Strong willed or supernatural beings such as exorcists or sins can partly resist its effects, but humans are always affected instantly. If you exit the area or the scene ends, the effect ends.

To use law, spend **all your remaining psyche bursts (min 1)**, then fill in the sentence:

In the Court, _____ is/are _____

You can only use words from the list below.

Then, choose **one effect**:

- **Grant up to three advantage die** (total) to self or an ally while the court is active. These can be given out one at a time or all at once.
- **Instantly kill all humans** in the area or that enter the area while the court is active.
- **Slash a talisman** by rolling PSYCHE. This deals +1 slash on success. This can be performed when first using Law, then once more again while it is active.
- **Make something specific less hard, or less risky** while the court is active.

This power may easily affect the parameters of rolls while in the area, and may make it so rolls are not even required for certain tasks.

Additional effects are up to the GM and can be improvised depending on the fiction.

TERMS OF LAW

- | | | |
|------------------------------|-------------------|----------------------|
| 1. fast | 11. Arrows | 21. fire |
| 2. Slow | 12. Blades | 22. Water |
| 3. Sticks | 13. Solid | 23. Air |
| 4. Stones | 14. Liquid | 24. Forbidden |
| 5. Paper | 15. Metal | 25. Pulled |
| 6. Cloth | 16. Soft | 26. Repulsed |
| 7. Blood | 17. Sharp | |
| 8. Nails | 18. Heavy | |
| 9. Skin | 19. Light | |
| 10. Slings or bullets | 20. Earth | |



FAITH

THE TIMID

Faith is not only an anomaly within CAIN, they are also an anomaly for the world at large. They were born in a village in eastern Europe in 1672 and were at a young age forced to joined a monastic order due to the suspicion that they were cursed or consorting with the Devil. No matter how old Faith grew, they never seem to age about past their early 20s and remained a picture of peak physical health and fitness, manifesting supernatural strength and constitution. After they become a hermit around a hundred years after their birth, they were discovered by an early CAIN, where it was determined they were the only purely Graceless and Sinless individual in the entire world.

Most humans manifest a tiny amount of grace or Sin due to latent psychic trauma, but Faith is a complete void. It is now theorized that this is because they have an 'anti-blasphemy', a blasphemy that absorbs all others. This has made them completely immune to psychic phenomena and also biologically immortal.

Faith has the lowest confirmed kills of any virtue. It is rumored that CAIN uses them mostly for capture and control missions of rogue binders, something they seem to be terrifyingly effective at.

BOND

STRICTURES

Ignore for one roll by taking 1d3 nonlethal stress

You cannot harm anyone or anything.
Always roll 0d on actions that would be considered impolite.

BOND ABILITIES

- Once a mission, if you are able to eat sweets, you can relieve 1 sin.
- You gain the **Null** blasphemy. You can use it once a mission.
- Sin overflow only reduces your sin overflow cap by 1 instead of 2.
- When you so choose, your Null Blasphemy becomes the **Immaculate Defiance of Heaven**. This choice is irreversible.

AFFIX SEAL	LIKES	DISLIKES
	Dogs Slow Afternoons Taking Photos Gachapon Phone Games Fighting Games	Fortitude Rude people Work Horror Movies
	FAVORITE FOOD Fast Food Sweets Hot Chicken	

HIGH BLASPHEMY:

NULL

Instant, Charm, 1 scene

Spend **all your remaining psyche bursts (min 1)**. For the duration of the scene, you become **completely immune to psychic phenomena**. Anything inflicting physical harm, like the physical attacks of Sins, can affect you normally. For example, you could be harmed by a thrown piece of furniture or a bullet, but not by a blast of purely psychic energy or a form of mind control. You cannot be affected by afflictions (though they still remain on you, their abilities are merely suppressed for the scene). In return, for the duration, you **cannot use or be affected by any blasphemy** other than this one, including those from your allies, and any currently affecting you end. Unlike other powers, you cannot end this effect early.

IMMACULATE DEFIANCE OF HEAVEN

Permanent

This power has the same function as **Null**, except it is **permanent**. It has the following effects:

- You can **no longer use or be affected by blasphemies**.
- Your sin resets to 0. You **no longer gain or use sin or can enter sin overflow for any reason**.
- You can now spend 1d3 stress instead of a psyche burst to gain +1D on any action by using your powerful physical abilities.
- Fighting sins with mundane abilities is **no longer hard**. In addition, your mundane physical abilities are about 1/2 CAT in capability.
- You gain **+1 max injury**.
- Your natural lifespan extends by 10d10 years



CHARITY

THE TWINS

A widely feared Virtue, **Charity** immediately stands out among their peers due to their unique situation. Charity is functionally the same person that occupies two bodies - or alternately two separate people with the exact same personality and physical appearance down to each individual strand of hair. They may even share emotions and may pre-emptively react or talk from one or the other body as if by reflex. This is because Charity's high blasphemy, **Entwine**, while extremely powerful, forces a merger of its users so that over time, they become perfect twins - an amalgam of the two, blended together, physically and mentally. Since Charity's abilities work over any distance, they are often deployed separately to different engagements across the globe, although they prefer to work together.

It is common knowledge that there have been several generations of Charities over the years, since at least 1850, and neither of their bodies are the original. When one dies, CAIN mandates a replacement from a select pool.



By bonding with Charity, you have put yourself on this list. Congratulations.

BOND

STRICTURES

Ignore for one roll by taking 1d3 nonlethal stress

When possible, you must participate in teamwork or set up. You roll 0d when trying to hide, stealth, or avoid notice.

BOND ABILITIES



You can engage in telepathy with any single exorcist you have skin to skin contact with.



Gain the **Entwine** blasphemy.



At the start of a mission, you can pick an agenda ability from any other party member. For the rest of the mission, you can use this agenda ability as your own.



Powers that target 'self' can now target any exorcist you are **Entwined** with.

AFFIX SEAL	LIKES	DISLIKES
	Fashion Arguing online Travel Rainy days	Justice Faith Boring people Long conversations
	FAVORITE FOOD High tea Pork dumplings	

HIGH BLASPHEMY:

ENTWINE

Instant, 1 mission

You entangle your mind with another's in a loving embrace. **Without spending a psyche burst**, choose another *willing* exorcist. For the duration of the mission, gain the following effects:

- When one of you gains or loses **stress** or spends or gains a **psyche burst**, you may spend or assign it to **either person**, no matter the distance. Harm, stress, etc, supernaturally appears on each other's bodies. Anything transferred like this cannot be reduced in any way.
- You can telepathically communicate with that person over extreme distance. You also feel any strong emotion they feel reflexively, even involuntarily.

However:

- When one of you gains an **affliction** or **hook**, both of you gain that affliction or hook.
- When one of you gains **sin**, you both gain that amount of sin.
- If either of you suffer sin overflow or instant death, this blasphemy breaks for the rest of the mission. It cannot be ended otherwise.

After the mission, even if this power broke early:

- Both of **your physical appearances change** to match the other (your eye or hair color, age, gender, height, body or face shape, etc). Each of you chooses a feature to share with the other. The process takes about three days and is unpleasant*.

*Prolonged use of this power over time will lead to a physical and mental merge that is described by Charity as the purest form of bliss. This has not been verified by Temerity.





FORTITUDE

THE DISASTER

Deemed 'reserve calamity level elimination weapon,' and one of the only exorcists in history deemed close to exceeding category 7 in their abilities, **Fortitude** is kept on a strict freezing cycle. An extremely volatile and potent fighter, their ability to execute sins is only matched by their thirst for complete, unbridled destruction. Unleashing fortitude on a situation is often the equivalent of trying to crack a walnut with a factory grade hydraulic press.

Fortitude's high blasphemy, **Strength**, allows them unparalleled physical abilities, but without proper training, its users can literally tear themselves apart. Their marked disregard for human life and rampant misanthropy have made them relatively unpopular within the upper ranks of the organization and they have relatively few admirers even amongst the more pessimistic junior exorcists.

There is a special division of CASTLE's weapon division deemed 'Break Division' dedicated to 'tempering' weapons for Fortitude to use, as without proper materials they cannot withstand the physical forces involved. The specialized research team takes great joy in their work and their discoveries have greatly advanced CAIN's armaments.

BOND

STRICTURES

Ignore for one roll by taking 1d3 nonlethal stress

You cannot pass up the opportunity to get into a fight
Roll 0d on actions that would require talk instead of action

BOND ABILITIES

- I** You never roll 0d for inflicting harm or violence (always roll at least 1d)
- I** Any amount of harm you inflict is instantly fatal to humans.
- II** You gain the **Strength** blasphemy. You can use it safely once a mission. If you use it a second time, when the scene ends, you rip apart from the inside and suffer **instant death**.
- III** You can safely use Strength a second time.

AFFIX SEAL	LIKES	DISLIKES
	Fighting Strong Opponents	Humans Exorcists All other virtues Sins CAIN leadership
	FAVORITE FOOD	
	Hot Dogs* *Per CASTLE addendum 3004, subject is only allowed nutrient paste	

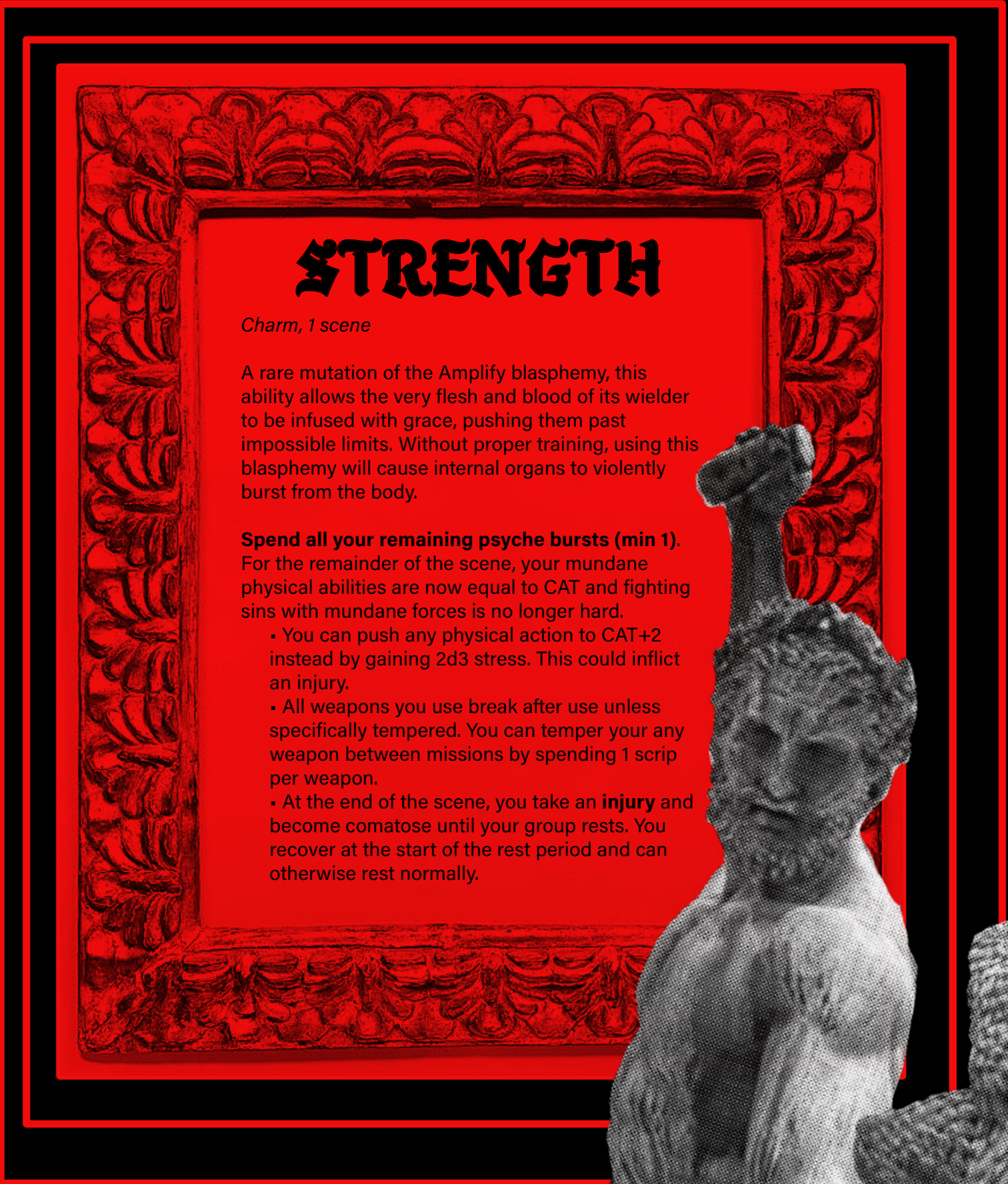
HIGH BLASPHEMY:

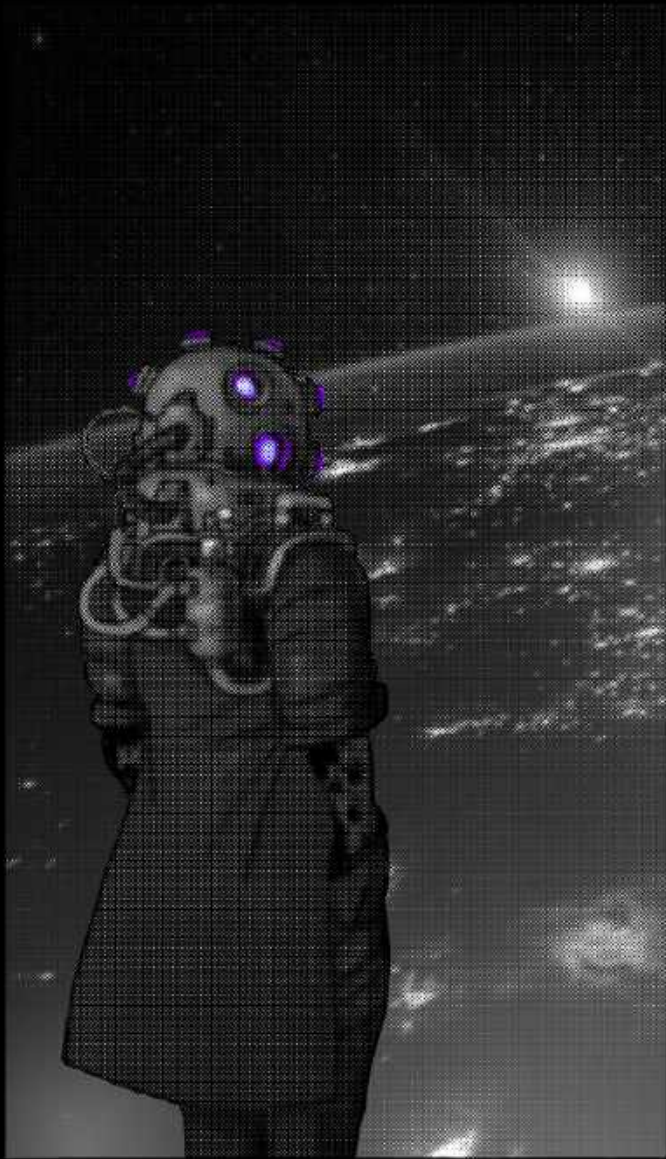
STRENGTH

Charm, 1 scene

A rare mutation of the Amplify blasphemy, this ability allows the very flesh and blood of its wielder to be infused with grace, pushing them past impossible limits. Without proper training, using this blasphemy will cause internal organs to violently burst from the body.

- Spend all your remaining psyche bursts (min 1).** For the remainder of the scene, your mundane physical abilities are now equal to CAT and fighting sins with mundane forces is no longer hard.
- You can push any physical action to CAT+2 instead by gaining 2d3 stress. This could inflict an injury.
 - All weapons you use break after use unless specifically tempered. You can temper your any weapon between missions by spending 1 scrip per weapon.
 - At the end of the scene, you take an **injury** and become comatose until your group rests. You recover at the start of the rest period and can otherwise rest normally.





BOND

STRICTURES

Ignore for one roll by taking 1d3 nonlethal stress

You cannot take actions that would be loud or attract attention.
You roll 0d for set up actions

BOND ABILITIES

- Once a mission, you can re-roll any action taken in stealth or to avoid notice, taking the second result as final.
- Gain the **Veil** blasphemy. You can use it once a mission.
- Mundane humans always forget you were there if you are out of sight for 77 seconds or more. You cannot turn this ability off.
- You can use Veil to erase memory for longer periods. See the table on the following page.

HOPE

THE DREAMER

Hope is among the most valuable assets that CAIN possesses. Typically blessed with strong precognitive and telepathic abilities, their ability to shoulder the **Veil** high blasphemy has been a lynchpin of the organization's activity for hundreds of years and has allowed CAIN to operate in secrecy even in the most dire of circumstances.

Unlike most other blasphemies, the full power of Veil can be imbued and passed on to other wielders, picked from a pool of exorcists of extreme mental and cognitive strength. There have been a long line of Hopes (the current is the fourty first) since the organization's inception, and they are typically retired* when the stress of Veil proves too much to bear.

Due to their important role in the organization, Hope is never permitted to leave the orbital station SERAPH unless under extreme circumstances, or once a year at Christmas.

**See CASTLE doctrine note C0447*



When used at its full capacity, Veil can erase and rework the memory of thousands, if not hundreds of thousands of people, for days at a time. This use typically kills Hope.

AFFIX SEAL	LIKES	DISLIKES
	Video Games Luxurious Baths Holidays	Loud Noises Nosy people Justice Fortitude
	FAVORITE FOOD Pre-packed meal 402A	

HIGH BLASPHEMY:

VEIL

Instant, long

Spend **all your remaining psyche bursts** to instantly erase the memory of a mass of humans in range determined by CAT. You cannot choose who to target, and must target the maximum area and number of people possible.

They become completely insensate for exactly 11 seconds. Then, they forget everything they saw and heard for the last **77 seconds** (including the insensate period). Their brain will work over the damage, and for them it as if that time never passed (they are effectively 'reset' to 77 seconds ago). They may be confused by the circumstances, for example they might not be standing where they remember.

MASS MEMORY RUPTURE

At bond rank III, you can push veil for longer periods. If you do, you must pay the associate cost, listed on the right side. **Costs are cumulative.** Good luck out there.

Up to ten minutes	1d3+1 stress
Up to one hour	... and also gain 1d3+1 sin
Up to ten hours	... and also permanently lose an important memory, such as the taste of something, the name of your parents, a childhood treasured memory.
Up to one day	... and also lower sin overflow cap by 2
Up to ten days	... and you forget your own name. You cannot use agenda abilities or gain any further xp this mission. You must change agendas before the start of next mission.
Full reset	CAIN forgets you exist. You forget you exist. Your allies forget you exist. You become a hollow husk, a walking mindless corpse that nobody remembers. You are not dead but not truly alive. Make a new character.





PRUDENCE

THE NEGOTIATOR

The wielder of the powerful **Shake** blasphemy, **Prudence** is an amicable and charismatic Virtue with a very busy schedule. Aside from being a powerful combatant, Prudence serves a vital role in both CAIN's internal structure and its relationship with mundane governments due to their unique ability to enforce deals. They have multiple cover identities, speak multiple languages, and generally have a very light freezing schedule, as CAIN deploys them on long range and long duration missions. When appearing in public, they are always exceptionally well dressed and spoken.

As CAIN's front facing emissary to human governments, their identity has been an object of speculation amongst online conspiracy theorists, something the organization has tried vehemently to suppress.

It is unclear why "SHAKE" works off playground games, but it is rumored to be related to a inherent desire in humans to play, the 'homo ludens' theory.

BOND

STRICTURES

Ignore for one roll by taking 1d3 nonlethal stress

You must honor all deals and promises.
Roll 0d when choosing violence over negotiation.

BOND ABILITIES

- I** When you shake hands with a willing human on a deal or promise, if someone breaks it, they suffer **instant death**. This applies to you, and both you and your target are aware of the effects.
- I** Gain the **Shake** blasphemy. You can use it once a mission.
- II** Your rank 0 ability now applies to exorcists and sins.
- III** You can use **Shake** once again during a mission, but if you do, the GM picks the game.

AFFIX SEAL	LIKES	DISLIKES
	Neat Whiskey Romance Novels Trains Long walks	Charity Justice Explaining things to slow people
	FAVORITE FOOD Nuts	

HIGH BLASPHEMY:

SHAKE

1 scene, short

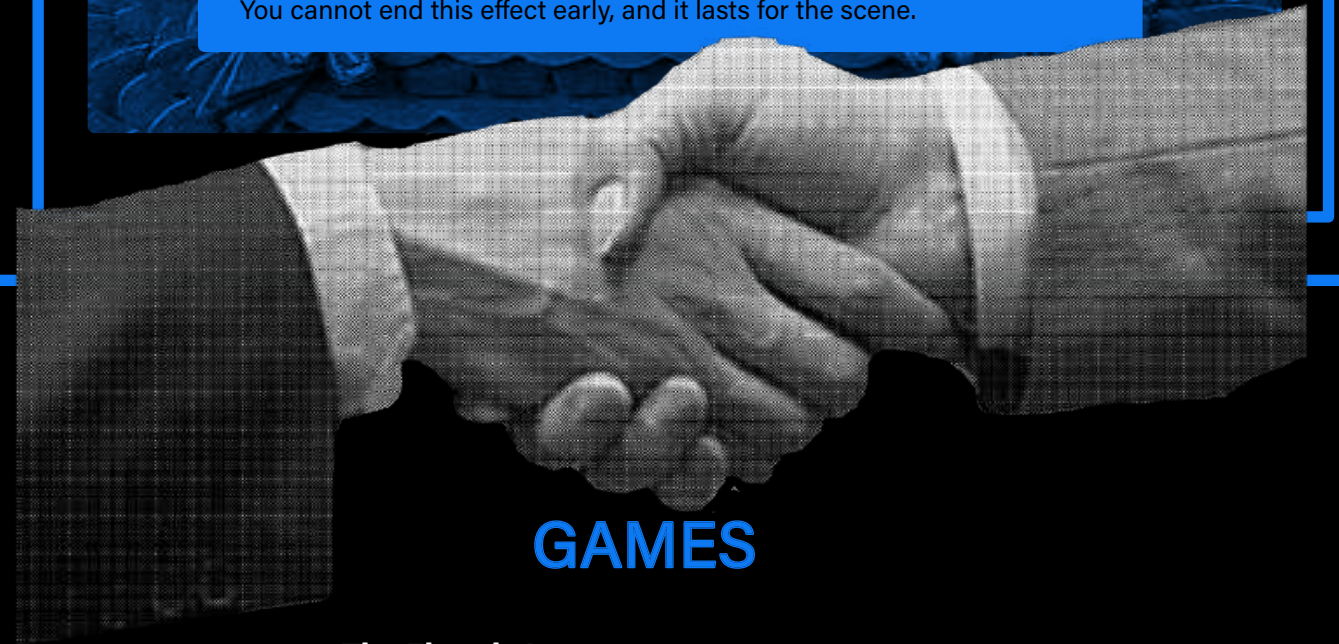
You may spend **all your remaining psyche bursts** to instantly enforce a **game** from the list below on yourself and all other humans, sins, or exorcists in **range** determined by CAT. Breaking the rules of the game causes excruciating pain, hemorrhaging, and eventually death. As long as the rule applies:

- for you and allies, actions become **harder** when you must avoid breaking the rule with your actions
- If through your actions you or an ally *intentionally* breaks the rule, you take **2d3 stress**, which cannot be reduced in any way and could inflict injuries as normal.

In return:

- If the target, through their actions, breaks a rule *intentionally*, they take **1d3 slashes** on their execution talisman. Humans are killed instantly. They are aware of this effect.
- You may **set up** an ally for free, three times, while the rule is active, and without rolling. Describe how you are taking advantage of the rule. Any normal effects of setup apply to these special setup actions, and you can take them without counting is as an action in a conflict scene.

You cannot end this effect early, and it lasts for the scene.



GAMES

The Floor is Lava (Don't Touch the Ground).

King of the Hill (Must stay inside a small area).

Reverse Tag (Don't touch a sin, human, or exorcist).

Look No Hands (Don't Use Your Hands).

No Talking Contest (Don't speak or make loud noises).

Marco Polo (Don't open eyes. Targets must say 'Polo' when you say 'Marco' and cannot stray from *short range* from you).

Red Light Green Light (Those affected by the rule see a phantom red and green light and are forced to stop moving on red light).





MALEGHAST



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